DOCUMENT RESUME

ED 248 850 IR 011 299

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TITLE LOGO Bibliography.
PUB DATE [84]
NOTE 12p.
PUB TYPE Reference Materials - Bibliographies (131)

EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS *Computer Assisted Instruction; Computer Graphics; *Computer Oriented Programs; *Computer Science Education; Instructional Materials; Mathematics Instruction; Program Descriptions; *Programing; Programing Languages
IDENTIFIERS *LOGO Programing Language

ABSTRACT

This bibliography lists 168 articles, books, and instructional materials for anyone interested in learning more about the LOGO programming language. Items listed range from research reports and program descriptions to lesson plans and activities. Specific titles include "A Beginner's Guide to LOGO"; "LOGO Music"; "Printing LOGO Graphics"; "Learning LOGO and Liking It"; "Seymour Papert and the LOGO Universe"; LOGO--A Programming Language for Teaching Mathematics"; "The Lamplighter Project"; "Why LOGO?"; "Designing Computer-Based Microworlds"; "LOGO Overturns Old Computer-Education Models"; "Kids Working with Computers"; "LOGO for Personal Computers"; "LOGO, Just for Kids"; "New Cultures from New Technologies"; "Lessons in LOGO"; "Creating a LOGO Environment"; "LOGO and PILOT Languages"; "Should Children Be Computer Programmers?"; "Problem Solving with LOGO"; "LOGO and the Exceptional Child"; and "Microcomputers and Education--Choices and Consequences." (LMM)

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IF YOU KNOW OF ANY ARTICLES WHICH ARE NOT INCLUDED IN THIS LISTING WOULD YOU PLEASE SEND THE INFORMATION TO ME? THANKS!

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